This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (Currently Amended)   A method comprising:

determining a number of block instances available to a viewer in an interactive three-dimensional programming guide (IPG);

determining a number of available information attribute sets to be presented to the viewer;

comparing the number of block instances with the number of available information attribute sets;

based on the comparison, mapping the available information attribute sets to the number of available block instances to generate mapped block instances; and

displaying the mapped block instances contiguously.

2. (Original) The method of claim 1, wherein each of the mapped block instances is associated with one or more structure attributes.

3. (Original) The method of claim 2, wherein when the number of available information attributes is less than the number of block instances, two or more block instances are mapped with the same information attributes.

4. (Original) The method of claim 2, wherein when the number of available information attributes is less than the number of block instances, one or more block instances is not visible to the viewer.

5. (Original) The method of claim 2, wherein when the number of available information attributes is less than the number of block instances, the number of displayed mapped block instances is less than the number of available block instances.

6. (Original) The method of claim 1, wherein each displayed mapped block instances is manipulated independently of the other displayed mapped block instances.

7. (Original) The method of claim 6, wherein each displayed mapped block instance is manipulated by modifying the associated one or more structure attributes.

8. (Original) The method of claim 6, wherein each displayed mapped block instance is manipulated by modifying the associated one or more information attributes.

9. (Original) The method of claim 6, wherein each displayed mapped block instance is manipulated by modifying the associated one or more structure attributes and the associated one or more information attributes.

10. (Original) The method of claim 1, wherein the mapped block instances are displayed contiguously on a surface.

11. (Original) The method of claim 10, wherein the surface is a bar.

12. (Original) The method of claim 10, wherein the surface is associated with one or more surface attributes.

13. (Currently Amended) A system including:

a computer readable storage medium having stored thereon sequences of instructions which are executable by a system, and which, when executed by the system, cause the system to perform a method, comprising the steps of:

determining a number of block instances available to a viewer in an interactive three-dimensional programming guide (IPG);

determining a number of available information attribute sets to be presented to the viewer;

comparing the number of block instances with the number of available information attribute sets;

based on the comparison, mapping the available information attribute sets to the number of available block instances to generate mapped block instances; and

displaying the mapped block instances contiguously.

14. (Previously Presented)   The system of Claim 13, wherein each of the mapped block instances is associated with one or more structure attributes.

15. (Previously Presented)   The system, of Claim 13, wherein when the number of available information attributes is less than the number of block instances, two or more block instances are mapped with the same information attributes.

16. (Previously Presented)   The system, of Claim 13, wherein when the number of available information attributes is less than the number of block instances, one or more block instances is not visible.

17. (Previously Presented)   The system, of Claim 13, wherein when the number of available information attributes is less than the number of block instances, the number of contiguously displayed mapped block instances is less than the number of available block instances.

18. (Previously Presented)   The system, of Claim 13, wherein each displayed mapped block instances is manipulated independently of the other displayed mapped block instances.

19. (Previously Presented)   The system, of Claim 18, wherein each displayed mapped block instance is manipulated by modifying the associated one or more structure attributes.

20. (Previously Presented)   The system of Claim 18, wherein each displayed mapped block instance is manipulated by modifying the associated one or more information attributes.

21. (Previously Presented)   The system, of Claim 18, wherein each displayed mapped block instance is manipulated by modifying the associated one or more structure attributes and the associated one or more information attributes.

22. (Previously Presented)   The system, of Claim 18, wherein the mapped block instances are displayed contiguously on a surface.

23. (Previously Presented) The system, of Claim 22, wherein the surface is a bar.

24. (Previously Presented) The system, of Claim 22, wherein the surface is associated with one or more surface attributes.

25. (Currently Amended) A system comprising:

    a processor; and

    a memory coupled with the processor, the memory operable to include a first queue to store active data elements and a second queue to store inactive data elements, wherein a number of block instances are compared with a number of available data elements, and

    wherein based on the comparison, the active data elements are displayed in visible block instances in an interactive three-dimensional programming guide (IPG), and wherein the visible block instances are displayed contiguously.

26. (Original) The system of claim 25, wherein each block instance is associated with one or more structure attributes.

27. (Original) The system of claim 25, wherein each data element is associated with one or more information attributes.

28. (Original) The system of claim 25, wherein the visible block instances are displayed contiguously.

29. (Original) The system of claim 28, wherein the visible block instances are displayed contiguously on a surface.

30. (Original) The system of claim 25, wherein an inactive data element is displayed in a visible block instance by moving the inactive data element from the inactive queue to the active queue.

31. (Original) The system of claim 25, wherein an inactive data element is displayed in the visible block instance by swapping the inactive data element with an active data element being displayed in the visible block instance.